



CompassLearning's Odyssey Reading/Language Arts and Math for kindergarten and first grade students provide comprehensive, Utah and Common Core-aligned early intervention in literacy and numeracy. Instruction can be focused on each student's specific needs through diagnostic/prescriptive or teacher-created learning paths. One management system controls both Odyssey Reading/Language Arts and Odyssey Math for consistency in delivery, data, and professional development.

This document, in conjunction with CompassLearning's presentation and custom website, is intended to provide you with the information you need to make an informed decision regarding the selection of a vendor to provide intervention content for your students.

Technical Requirements:

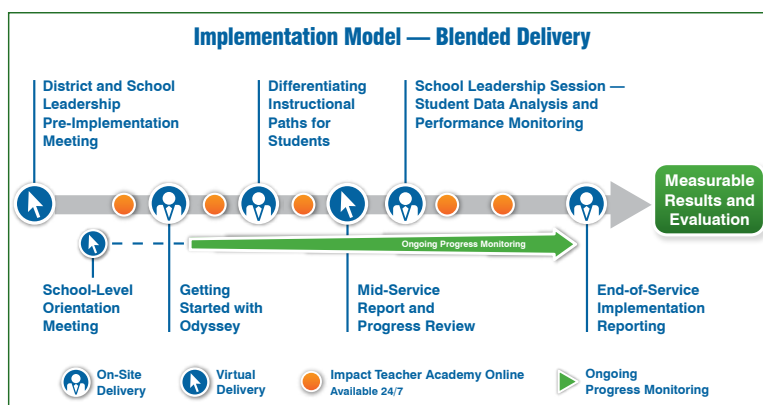
CompassLearning Odyssey runs on both Windows® and Apple® platforms via an internet browser. iPad functionality is in beta testing and the initial launch is planned during the 2012–13 school year. CompassLearning will provide your school with a complimentary site survey to determine each site's readiness for installation. See *Odyssey 2012 System Requirements* (attached) for more information.

Professional Development and Technical Support:

CompassLearning offers high-quality professional development to assure users implement the program with fidelity and that data is used to drive instructional decision making. Our professional development staff, the Impact Teacher Academy team, is comprised of former teachers and administrators committed to student and teacher success. Face-to-face and webinar-based planning and training sessions are supplemented with online resources for ongoing, always on learning.

CompassLearning offers a range of professional development offerings ranging from getting started sessions to comprehensive implementation models.

CompassLearning support personnel are available live from our Austin (TX) headquarters from 7 a.m. to 7 p.m. CST, Monday through Friday, via a toll-free phone, live chat, and e-mail. In addition, each customer site is assigned a Customer Advocate who provides one-stop shopping for installation and other start-up questions.



Assessment:

CompassLearning Odyssey includes a variety of formative and summative tools to support instruction and determine student growth and achievement.

- ▶ Scored online learning activities
- ▶ Lesson quizzes and chapter tests
- ▶ Diagnostic/prescriptive pre- and post-tests based on Utah and Common Core standards
- ▶ Printable activities with answer keys
- ▶ Test creation tools to create local benchmark assessments

Teachers receive data for instructional decision making and student progress monitoring through a variety of means:

- ▶ More than 20 different reports of individual and group progress are available. These reports can be aggregated at the school and district levels and disaggregated by demographic sub-groups.
- ▶ A teacher dashboard provides at-a-glance information about individuals and groups.
- ▶ The Grade Book allows teachers to weight scores and integrate them with offline learning activity scores.
- ▶ Reports can be automatically emailed to stakeholders, including parents.

Best Practices:

Time-on-task in Odyssey varies based on the expected outcomes of the program. Students in intervention initiatives generally utilize Odyssey in alignment with RTI recommendations. Their time using Odyssey is weighed with the time in other intervention activities (i.e., Odyssey is a component of the intervention vs. Odyssey is the intervention). In general, in alignment with RTI guidelines, CompassLearning recommends that students spend a minimum of 60–90 minutes per week per subject area in the program.

....**Diagnosis**.....**Intervention**.....**Progress Monitoring**▶

CompassLearning's electronic tools help educators utilize proven intervention strategies. Intervention decisions are determined from assessments that measure student achievement within the context of the classroom curriculum. The data is the necessary link between assessment and academic interventions. The CompassLearning advantage is its immediate, assessment-driven instruction. The student takes a diagnostic/prescriptive, standards-aligned assessment. At the completion of the test, the Odyssey Manager automatically grades the test and activates the learning activities related to the objectives the student did not master on the test. The resulting learning path contains direct instruction, guided and independent practice, and on-going progress monitoring of the content the student needs to master, regardless of the student's intervention level.

In addition to individual use by students, teachers can use the Odyssey learning activities and tools on a whiteboard for small group or whole class instruction, modeling, and practice.

Research-Based Content:

Over the past few years, CompassLearning has closely watched the development of the Common Core standards and our current Odyssey products include many new learning activities and assessment items developed to meet the increased rigor of these new standards. These activities apply the most recent research-based instructional strategies including:

- ▶ Planning the curriculum from the desired student outcomes (backward design)
- ▶ Maintaining students' interest and aiding information retention with real-world examples and practice (real-world application)
- ▶ Teaching students at the core of support and growth to maximize achievement (zone of proximal development, scaffolding)
- ▶ 21st century skill development with a technological interface look and feel

Odyssey Reading/Language Arts K–1 provides instruction and documentation of growth in the National Reading Panel's five competencies of reading. Instructional activities within the curriculum provide instruction, practice, and evaluation of these competencies for a comprehensive instructional program.

Odyssey Reading/Language Arts K–1 activities also include supports for rigorous learning:

- ▶ Interdisciplinary content with science and social studies
- ▶ Using challenging, level-appropriate vocabulary (robust language)
- ▶ Having students try to discover new information, in addition to direct instruction (inquiry-based learning)
- ▶ Different levels of support within a single concept (multi-tiered scaffolding)
- ▶ Integrating skills and concepts with thematic content
- ▶ Exposure to authentic text and practice using National Geographic Kids® (authentic practice)
- ▶ Reading comprehension strategies (metacognitive skills)



Odyssey Math is focused on engaging, content-rich activities with easy and intuitive features. The online activities provide an opportunity for the students to practice and explore. Manipulatives and tools are incorporated throughout the activities. The offline activities afford another medium to practice and learn the skills, create projects, and authentically assess students.

Based on how children learn number operations (cognitively guided instruction), as well as the National Council of Teachers of Mathematics' *Principles and Standards for Teaching Mathematics* and the 5E instructional model, Odyssey Math activities develop a deep understanding of concepts by:

- ▶ Moving from concrete to abstract
- ▶ Fostering understanding of *why*, not just *how*
- ▶ Providing multiple representations and real-world examples
- ▶ Using virtual manipulatives
- ▶ Modeling mathematical reasoning



Components of the CompassLearning Odyssey Solution:

Reading/Language Arts

Odyssey Reading/Language Arts Level K introduces young learners to familiar age-appropriate literary classics and builds early literacy skills. A powerful spiraling curriculum builds and reinforces reading and comprehension skills. The activities are student-directed, allowing learners to explore at their own pace. Comprehension, phonics, and phonological awareness activities are scored to provide formative assessment data to teachers. Offline materials extend and deepen the skills addressed in the online learning activities by providing lesson plans for teachers and practice pages for students.

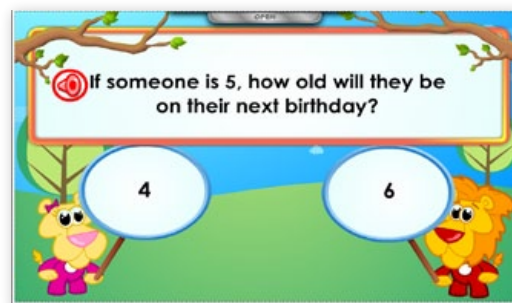
Odyssey Reading/Language Arts Level 1 addresses background knowledge and vocabulary, phonemic awareness, phonics instruction, decoding, fluency, text comprehension, decoding using a decodable reader, and writing. The online interactive activities engage and motivate young learners to read. Through innovative lessons designed with a sound pedagogical structure, students build and strengthen their decoding and comprehension skills. A strong phonics focus for beginning and emergent readers is the foundation of the program. Offline materials for teachers and students accompany the online program.



Math

Odyssey Math Level K presents students opportunities to explore and develop math skills. The program is designed to develop foundational skills that prepare students for later learning in mathematics and the activities enhance children's curiosity about math, build on varying experiences, and strengthen problem-solving and reasoning skills. Activities are taught and assessed with video, audio, pictures, and songs. Students receive specific feedback and learn at their own pace. Lesson quizzes and chapter tests provide assessment. Offline materials include engaging, tiered instructional activities, practice pages, and games that extend and enhance the online curriculum.

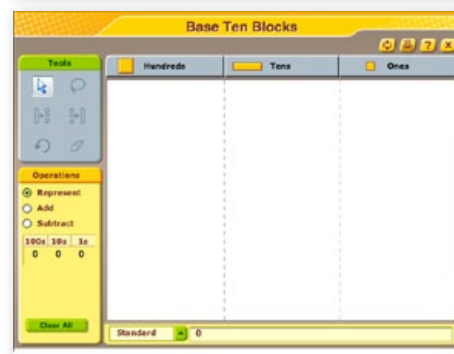
Odyssey Math Level 1 offers students the opportunity to explore the world of mathematics. A mixture of interactive activities with video and still and animated graphics engage students, increase their comprehension of key concepts, and enhance the learning process. Odyssey Math features best practices for mathematics concept development and instruction, blending skill building with a problem-based approach and allowing students to expand their knowledge and gradually increase their problem-solving skills. Offline materials include practice pages that extend and enhance the online curriculum.



Tools

Writer's Corner and Story Creator teach writing for young students through age-appropriate settings where they can write, read, tell stories, and illustrate their thoughts. These engaging features help students build personal stories using their choice of setting, characters, and other story elements. Students can choose backgrounds, characters, objects, and vocabulary words from the activities in the unit to create their own stories. Lined paper provides a place for students to write after printing.

The Math Tool Kit contains virtual manipulatives — including base ten blocks, counters, fraction strips, a number line, and solid shaper — that students can access at any time. Students can explore the tools on their own or the teacher can project the tools on a white-board for group exploration and discovery.



Assessment

Diagnostic Assessments and Placement in Learning Path — Standards-aligned objective sets are used to create diagnostic/prescriptive pre-tests. At the completion of the test, the Odyssey Manager automatically grades the test and “turns on” the learning activities related to objectives that the student did not master on the test. The resulting learning path contains direct instruction, practice, and on-going progress monitoring of the content the student needs to master. Assessments are scored online and scores are immediately and automatically recorded in the Odyssey Manager.

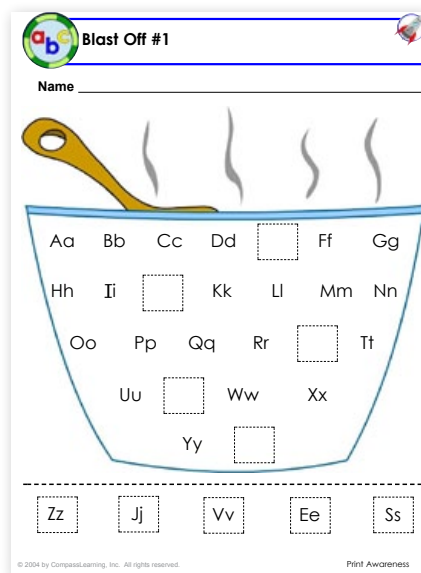
Ongoing Progress Monitoring via Scored Learning Activities, Lesson Quizzes, and Chapter Tests

— Online activities, quizzes, and tests are scored automatically online by Odyssey; the scores are reported to the online Odyssey Manager. State standards-aligned online rubrics are provided for Odyssey Writer. Rubric scores are also saved to the Odyssey Manager. A variety of reports display the activity scores.

Benchmark Assessments and Post-Tests — Any of the Odyssey pre-tests can also be used as a post-test to measure mastery.

Educators can customize assessments to create custom benchmark tests, to add unique test items and objectives, and to cover additional subject areas. The Item Bank, Item Builder, and Objective Builder tools allow users to expand the Odyssey assessment suite by creating their own items, linking them to district and state standards, and by creating practice tests.

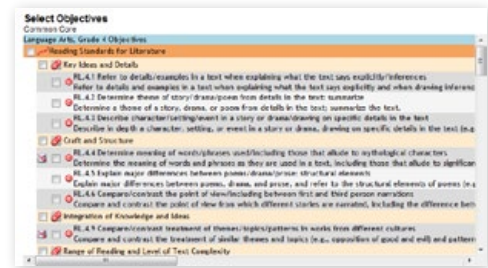
Printable Offline Materials — Odyssey includes printable activities that teachers can use as another form of assessment. Answer keys are provided and scores can be recorded in the online grade book.



Individualizing Instruction

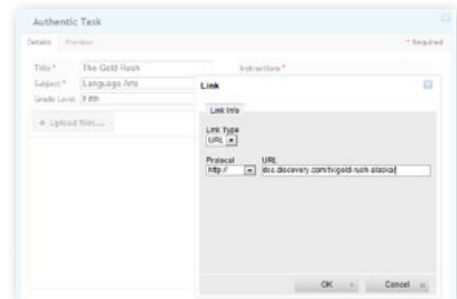
The Odyssey curriculum can be customized to meet the needs of the district. Courses can be rearranged, renamed, combined, and customized including creating custom mastery levels, decision points, and branching.

- a. The teacher can assign a pre-test to an individual or a group of any size. Following testing, a customized learning path is created for the student based on his/her individual needs. Test properties can be customized by student or group including mastery score, time allotted, test navigation, and randomization of test questions. Tests can be customized at the item level through the use of the Custom Assessment Tools. These tools allow users to create or edit test items, link them to objectives and include them in assessments.



- b. In lieu of using the diagnostic pre-test, teachers can build assignments with instructional content specifically targeted toward each student's needs. Teachers can search the Odyssey database by skill or standard to find activities available for the students' needs. Activities added to a learning path can be drawn from multiple grade levels to build spiraling sequences of instruction.

- c. The Authentic Task tool allows teachers to add teacher-created materials, resources, and web links to 3rd party content to Odyssey instructional sequences. Test creation tools allow teachers to create assessments to accompany web-based materials.



Critical Mistakes Guidance — CompassLearning's learning activities use a critical mistakes analysis framework to provide students with correction and guidance when they answer incorrectly and instructional reinforcement when they answer correctly. This is not the same instruction originally presented, but is different in presentation and focuses on the student's incorrect response choice to address the root cause of the mistake. Not only is the student provided with another opportunity to answer the question, but also with guidance about why the incorrect answer was incorrect.

Decision Points — Decision Points allow the sequence of an Odyssey assignment to be based on student performance. They are flags which trigger a specified action (continue, progress alert, or restart) when the established mastery score in an activity is not met. Decision Points were created to enhance the learning path. They are not required, but when used give the teacher much more control of how students progress through their learning paths.

For more information, please visit our resource page at
<http://info.compasslearning.com/utahearlyintervention>.



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Windows

| WORKSTATION | NETBOOK |
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| 1.5 GHz Intel® Pentium® 4 1 GB RAM 100 MB free disk space 1024x768 video 16 M colors Sound card w/speakers or headset and microphone* 100 Mbps NIC 256 Kbps/student | 1.66 GHz Intel® Atom™ 1 GB RAM 100 MB free disk space 1024x600 video 16 M colors Sound card w/speakers or headset and microphone* 100 Mbps NIC 256 Kbps/student |
| Windows® Windows® 7 or XP | Windows® Windows® 7 or XP |
| Web Browsers Internet Explorer 8 or 9** Firefox 11 or 12 Allow third-party cookies | Web Browsers Internet Explorer 8 or 9** Firefox 11 or 12 Allow third-party cookies |
| Plugins Adobe Flash Player 11.1 or 11.2 Adobe® Acrobat® Reader 9 Adobe® Shockwave® Player 10 Microsoft® Silverlight® 4 | Plugins Adobe Flash Player 11.1 or 11.2 Adobe® Acrobat® Reader 9 Adobe® Shockwave® Player 10 Microsoft® Silverlight® 4 |
| Other Sun Java™ J2SE™ 6 Javascript™ 1.2 | Other Sun Java™ J2SE™ 6 Javascript™ 1.2 |

Mac

| WORKSTATION |
|---|
| 1.83 GHz Intel® Core™ Duo*** 1 GB RAM 100 MB free disk space 1024x768 video 16 M colors Sound card w/speakers or headset and microphone* 100 Mbps NIC 256 Kbps/student |
| Mac OS X™ 10.4.9, 10.5 or 10.6 |
| Web Browsers Safari 4 or 5 Firefox 11 or 12 Allow third-party cookies |
| Plugins Adobe Flash Player 11.1 or 11.2 Adobe® Acrobat® Reader 9 Adobe® Shockwave® Player 10 Microsoft® Silverlight® 4 |
| Other Sun Java™ J2SE™ 6 Javascript™ 1.2 |

* A microphone is needed for ELL and foreign-language courses.

**Odyssey 2012 does not support setting the Document Mode to Quirks mode in Internet Explorer 8 or Internet Explorer 9.

***Please note: Power PC is no longer supported.

Contact CompassLearning Customer Support & Services for further assistance.

800-678-1412 option #3
support@compasslearning.com